



WORLD KARATE FEDERATION

Recognized by the International Olympic
Committee (IOC)
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the International World Games Association (IWGA)

Summary of Changes to the Kumite Rules Draft per September, 2011

1. The four judge system (4 judges plus 1 referee) is adopted. Each judge is seated at the corners at the mat in the safety area. The referee may move around the entire tatami, including the safety area where the judges are seated.
2. Coaches will be seated outside the safety area at the sides of the tatami towards the official table.
3. Body protection for all athletes plus chest protector for female athletes is obligatory (rule already passed).
4. Points and penalties will be established on the basis of a minimum of 2 judges. The referee only has a vote in instances requiring a tie break, (i.e. if two judges hold an opposing opinion to the two other judges) and at HANTEI upon conclusion of a match with equal or no score.
5. Judges are able to indicate or exercise a score/penalty before the referee stops the bout. The referee must stop the bout if two or more judges signal a score, warning or penalty for the same competitor.
6. The referee has the ability to stop the bout before the judges indicate, but will await the options of the judges before announcing any point, warning or penalty.
7. In instances of contact, the referee may ask the judges to reconsider any points indicated if the examination of the contestant reveals injury.
8. In the event that both contestants receive two flags for a score, the referee will award both scores.
9. In the event that a contestant receives 2 flags for a score plus 2 flags for a C1 penalty (for the same contestant) then the referee will determine the outcome as he will be in the best position to establish whether contact has been made.
10. If 2 flags for the same contestant show a different score, the lower score of the two will have to be applied. The same will apply to warnings and penalties. However, when there is majority for a level of score between the judges, the majority opinion will take precedence over choosing the lowest level of score, warning or penalty.
11. "Sai Shiai" is removed. If there is no, or equal score, the bout will be decided by HANTEI at fulltime. If a team match cannot be decided upon the number of victories or the number of points scored, each team will



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- pick one contestant for an extra bout. Should this bout also be inconclusive the bout will be decided by HANTEI, which will also determine the outcome of the team match.
12. KANSA is hereafter referred to as “Match Supervisor” (previously “Arbitrator”). The term “Match Area Controller” is replaced by “Tatami Manager”.
 13. The Match Supervisor (previously “Arbitrator”) will no longer participate in the line-up and salutations ceremonies – only the panel of judges and referee operating on the mat will partake.
 14. The explanations suggest rotating the referee/judge positions during all team matches whenever possible.
 15. No points awarded when imposing warning or penalties, with the exception of an 8 point score for a bout won on penalty that constitutes part of a team match.
 16. The minimum warning imposed for exaggeration will be a direct C2 Hansoku Chui.
 17. "Running" or avoiding combat, wasting time during Atoshi Baraku (last 10 seconds of the bout) will be penalized directly with C2 Hansoku Chui.
 18. Passivity is added to the list of prohibited behavior. The new referee signal is circling the fists around each other in front of the chest. The corresponding flag signal is pointing the flags inward and circling them around each other.
 19. The first instance of JOGAI will carry a minimum of a CHUKOKU warning even if no other C2 infraction has been committed.
 20. As a general rule, injury contestants will be examined by the doctor off the mat unless the injury calls for examination on the mat.
 21. Nomenclature: Ippon to be replaced by YUKO (1 point), Nihon to be replaced by WAZA-ARI (2 points), Sanbon to be replaced by IPPON (3 points).
 22. If a contestant scores with a combination of techniques before YAME, the contestant will be awarded the score for the highest valued technique (i.e. if a kick scores after a punch, the contestant would be given the score for the kick, being the higher valued technique).